PARA PULSER

TAKE BACK YOUR POWER

Magnetic Pulser

(Based on the researches of Dr. R. C. Beck)

Programming

V 4.0 • 03. 2023

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Z_1 ... Z_5 : This number (**0** – **9**) must be selected and entered by the user.

A_1 ... A_8 : This number (**0** – **9**) is output by the **Parapulser**.

0 ... **9** : This number is fixed and must be entered by the user.

C_1 ... C_6 : The **6**-digit CODE number must be entered by the user.

(*) This function only has a meaning for the manufacturer.

B) Basics for carrying out a programming

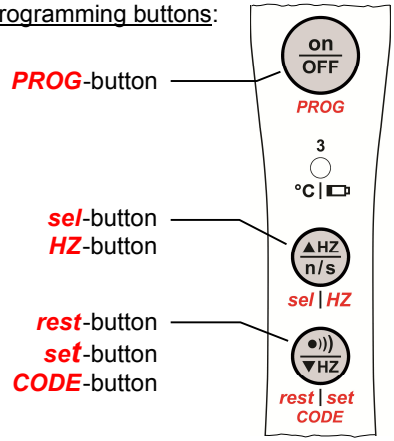
B1 Button functions in programming mode and in normal mode

In *Programming-mode*, only the **red** button functions are active.

In **normal mode**, only the **black** button functions are active.

Key functions in **lower case** letters are activated with a **short** press, key functions in **UPPER CASE** letters are activated with a ***long*** press (**2** or **3** sec.) unless otherwise specified.

Programming buttons:



Brief description of the button functions:

PROG à activate / exit *Programming-mode*
à Cancel input mode
à One input position back
à switch off **Parapulser**

sel à Select no. (0-9) or memory location (1-12)
HZ à Activate / complete frequency input

rest à Output pulse reserve / frequency value
set à Confirm selected number (0-9)
CODE à Activate input-mode

B2 Activate / exit Programming-mode

To carry out a programming, setting or data output on the **Parapulser**, the *Programming-mode* must first be activated:

Programming-mode activate

è Press the ***PROG***-button for **3** seconds when switching on the **Parpulser**, until **3** beeps sound and all **3** LEDs (= = =) light up continuously.

Programmier-mode exit

è Switch off **Parapulser**:
push ***PROG***-button for **3** sec.,

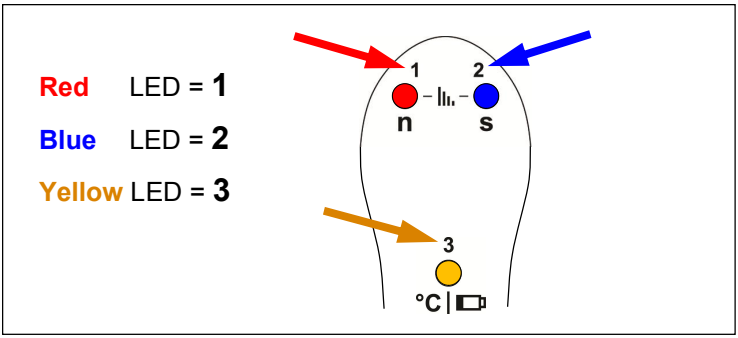
or...

è Switch the **Parapulser** to **normal mode**:
Push the ***PROG***-button **3**x quickly. This works only, if all **3** LED are light up. So if needed, push the ***PROG***-button shortly, until all **3** LEDs (= = =) are light up constantly.

B3 Display of numbers through LEDs

The numbers **0** – **12** are displayed with the help of the **3** LEDs (= = =).

- Each LED is assigned a number (**1**, **2**, **3**). This number is printed on the button foil of the **Parapulser** above the respective LED:

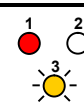
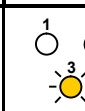
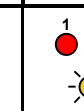
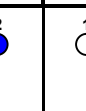
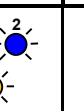
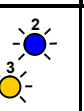


- The number displayed (**0** – **12**) is the **sum** of all numbers (**1**, **2**, **3**) whose LED lights up. If an LED flashes twice in succession, the assigned number is counted ***twice***.
- At the number "**0**", all **3** LEDs light up dimly.

Example: If the number "**7**" is displayed, the red LED lights up and the yellow one flashes **2** times per second. The sum of **1** + **3** + **3** is **7**.

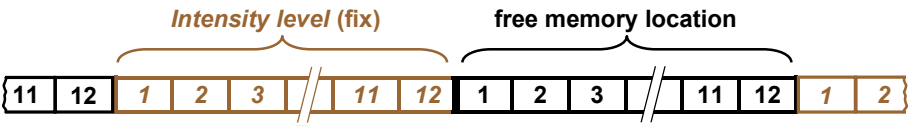
The following table shows how the numbers **0** – **12** are formed by adding the numbers **1**, **2**, **3** when the respective LEDs are lit or flashing **2** times:

Displayed number	0	1	2	3	4	5	6
LED is = dimmed = off = flash 2x							
Sum	0	1	2	3	1 + 3 = **4**	2 + 3 = **5**	3 + 3 = **6**

Displayed number	7	8	9	10	11	12
LED is = off = flash 2x						
Sum	1+3+3 = **7**	2+3+3 = **8**	1+2+3+3 = **9**	2+2+3+3 = **10**	1+2+2+3+3 = **11**	1+1+2+2+3+3 = **12**

B4 Free memory locations (1 – 12) for individual pulse frequencies

In addition to the **12** ***intensity levels*** with a fixed pulse frequency (see user manual on page **5**), **12** free memory locations are available for programming individual pulse frequencies in the range **1.000** – **20.000** Hz (one to twenty):



Switching between ***Intensity level*** and **free memory location**:

Programming-mode : You can only switch between **free memory locations** by **shortly** pressing the ***sel***-button. A short beep sounds.

Normal mode : To switch between ***Intensity levels*** / **free memory location**, press the ▲HZ/ ▼HZ-button for **2** sec. until the "**dulip**" signal sounds.

– A **free memory location** can only be selected in **normal operation** if it was previously programmed with a pulse frequency in *Programming-mode*. Empty or unprogrammed free memory locations are skipped.

– When the **Parapulser** is delivered, all **12** free memory locations are empty or unprogrammed and therefore cannot be selected in **normal operation**.

B5 Differentiation between intensity level and free memory location

Since the ***intensity levels*** (*1 – 12*) and the free memory locations (**1** – **12**) are numbered with the same numbers, which are indicated by means of LEDs (= = =), there is a *visual* and an *acoustic* distinction when switching to an intensity level or to a **free memory location** during **normal operation**:

– When switching to an ***intensity level***, the brightness of the LEDs is slowly dimmed up and the switching signal sounds like a "**dulip**".

– When switching to a **free memory location**, the LEDs are immediately switched on with maximum brightness, and the switching signal also sounds like a "**dulip**", but **one octave lower**.

The following table describes this distinction additionally:

	Intensity level	**free memory location**
Brightness of the LEDs:	is dimmed up	immediately maximum brightness
Switchover signal:	**„dulip“**	**„Dulip“** is one octave lower

B6 Input facilitation

a) **Auto-complete a frequency or pulse count value**:

By exiting the input mode prematurely (see **d)**), all remaining zero digits of a frequency or pulse count value can be added automatically. This can greatly reduce the input time.

Example with frequency value:
To enter **10.000** Hz (ten dot zero zero zero) it is sufficient to enter the number "**1**" and then exit the input mode – see **d)**.

Example with pulse count value for acoustic pulse counter:
To enter **2000** pulses it is sufficient to enter the number "**2**" and then exit the input mode – see **d)**.

b) Quick deletion of a **free memory location**:

Select the **free memory location** using the ***sel***-button, activate the input mode (see **c)**), and then exit it again immediately (see **d)**). A deleted **free memory location** can no longer be selected in normal operation, or is skipped respectively.

c) Activate input mode:

Press the ***HZ***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

d) Exit input mode:

Press the ***HZ***-button (**2** sec.) until the "**dulip**" signal is heard. All remaining zeros are added automatically. The current frequency or pulse count programming is successfully completed.

The number (**1** – **12**) of the free memory location just programmed, is displayed again by means of LEDs. If a pulse count value has been programmed, all **3** LEDs (= = =) light up again.

e) Correct the last digit entered:

Press the ***PROG***-button **once shortly**: the previously incorrectly entered digit can be entered again.

f) Cancel frequency, pulse count value or CODE input:

Press the ***PROG***-button **two times shortly**. All previous entries are discarded. All **3** LEDs (= = =) light up again.

g) Auto cancel countdown (**6** min.):

A frequency, pulse count or CODE entry is automatically terminated if no key is pressed for **6** minutes: all previous entries are discarded. All **3** LEDs (= = =) light up again.

B7 Enter a 2- to 6-digit code number

After activating the input mode, the **red** LED flashes **once per second** and a beep sounds.

The number of **red** and **blue** LED flashes / beeps per second, indicate which **digit** of the **2**- to **6**-digit number sequence should be entered next, see table below:

Number of LED flashers / beeps per sec.		Digit to be entered
1	=	Æ Enter 1st digit
2	= =	Æ Enter 2nd digit
3	= = =	Æ Enter 3rd digit
4	= = = =	Æ Enter 4th digit
5	= = = = =	Æ Enter 5th digit
6	= = = = = =	Æ Enter 6th digit

Enter displayed digit by following (**A**) and (**B**):

(**A**) **è** ***sel*** -button press so often **shortly**, until the desired number (**0** – **9**) is displayed by means of the LEDs (= = =).

(**B**) **è** ***set*** -button press **shortly**, to confirm the displayed number (*).
A "**dulip**"-signal sounds.

Enter remaining digits:
As long as the **red** and **blue** LEDs are flashing / beeps are sounding, continue entering digits with (**A**) and (**B**).
Then go back to the chapter from which you jumped here.

Cancel number input:
To completely cancel a digit or CODE entry, press the ***PROG***-button **shortly**, until all three LEDs (= = =) light up again. All entries are discarded.

(*) Correct incorrect number entry:
If an incorrect number was confirmed, press the ***PROG***-button **once shortly**. The corresponding digit can then be entered again.

C) Programming instructions

1.0 Program pulse frequency into free memory location (1 – 12)

The following rules apply when programming a pulse frequency:

- Only frequency values between **1.000** and **20.000** Hz (ten - twenty) can be entered.
- A frequency value is to be entered as a **5**-digit numerical sequence without dot. **Examples**: **7.830** Hz becomes the sequence **07830**, **12.667** Hz becomes **12667**.
- Depending on the **Parapulser** version: **BASIS** (**2 Hz**), **SEMIRPRO** (**10 Hz**) and **PRO** (**20 Hz**), only programmed pulse frequencies that are less than/equal to the respective (**Hz**) value can be set in normal operation. However, as long as there are magnetic pulses in the pulse reservior, all frequencies can be selected.
- Note the input facilitations under point "**B6**" on page **6**.

1.) Write down the desired frequency value as a **5**-digit number sequence (e.g. **07830**).

2.) Activate *Programming-mode*, see "**B2**" on page **3**.

3.) Select free memory location:
Press the ***sel***-button **shortly**, until the number (**1** – **12**) of the **free memory location** in which the frequency value is to be programmed, is displayed by LEDs.

4.) Activate input mode:
Press the ***HZ***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

5.) Enter **5**-digit frequency sequence:
Jump to chapter "**B7**" on page **7** and follow the instructions for entering the digits. Then continue here with point **6.)**.

6.) The frequency value has been successfully programmed:
The input mode is automatically terminated. The LEDs again show the number (**1** – **12**) of the **free memory location** into which the frequency value has just been programmed.

7.)
- The frequency value just programmed can be read out for checking. To do this, continue with chapter "**1.0a**", subitem **3.)** on page **9**.
- Further frequencies can be programmed in. Continue with point **3.)**.
- Carry out other programming: Press the ***PROG***-button **once shortly**. All **3** LEDs (= = =) light up again.
- Switch off the **Parapulser**: Press the ***PROG***-button for **3** seconds.

8.) Set the **Parapulser** to the programmed frequency value:

8.1) Exit *Programming-mode*, see "**B2**" on page **3**.

8.2) Use the ▲HZ/ ▼HZ button to switch to the corresponding **free memory location**, see note on **normal operation** in the box under point "**B4**" on page **5**. Or see in the manual chapter "**7.3**" Changing the pulse frequency, on page **12**.

1.0a Read pulse frequency from free memory location

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Select **free memory location** to be read out.:
Press the ***sel***-button **shortly** until the number (**1** – **12**) of the **free memory location** to be read out, is displayed by means of LEDs.

3.) Read out all **5** digits of the frequency value:
Press the ***rest***-button repeatedly **short** and write down the number indicated by the LEDs to the right of the last number noted. A long "**beeep**" sound signals, that all digits have been read. The input mode is ended automatically. The number (**1**–**12**) of the **free memory location** just read, is displayed again by means of LEDs.

4.) Set dot:
With the number sequence noted, place a dot after the second digit from the left. The sequence of numbers now corresponds to the pulse frequency in this **free memory location**.

Example: the read-out number sequence "**07830**" becomes "**07.830**".

5.) You may now exit the *Programming-mode*, see "**B2**" on page **3**.

1.1 Programming the acoustic pulse counter [11]

The following rules apply when programming the acoustic pulse counter:

- Only counter values between **10** and **9999** can be programmed.
- A **4**-digit number sequence is to be formed from each counter value:
  Examples: "**60**" becomes the number sequence "**0060**", "**840**" becomes "**0840**".
- The number "**11**" is to be added to the **4**-digit number sequence on the left:
  Examples: "**0060**" becomes "**110060**" and "**0840**" becomes "**110840**".
- Note the input facilitations under point "**B6**" on page **6**.

Hint: If the pulse frequency is set above **10** Hz, the pulse counter should not be programmed above **6000** pulses, as the count will be prematurely interrupted if the **Parapulser** stops the pulse operation due to overheating of the magnetic coil.

1.) Write down a **6**-digit number sequence according to the above rules, e.g. "**110840**".

2.) Activate *Programming-mode*, see "**B2**" on page **3**.

3.) Activate input mode:
Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

4.) Enter **6**-digit number sequence:
Jump to chapter "**B7**" on page **7** and follow the instructions for entering the position. Then continue here with point **5.)**.

5.) The pulse counter has been successfully programmed and activated:
The input mode is automatically terminated. All three LEDs (= = =) light up again. The next time the **Parapulser** is switched on, the acoustic pulse counter is activated: a beep sounds every so many pulses, and the pulse mode stops for **1** second. This

makes it easy to recognise when to move to the next body location in order to distribute the magnetic pulses evenly during a session.

1.2 Read out acoustic pulse counter [12]

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Activate input mode:
Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

3.) Enter the **2**-digit number sequence "**12**":
Jump to chapter "**B7**" on page **7** and follow the instructions for entering the position. Then continue here with point **4.)**.

4.) Note the number issued:
The **Parapulser** now shows the first digit of the counter value with the help of the LEDs. Note this number.

5.) Read out remaining digits:
Press the ***rest***-button repeatedly **short** and write down the number indicated by the LEDs to the right of the last number noted. A long "**beeep**" sound signals that all digits have been read. The input mode is ended automatically. All three LEDs (= = =) light up again.

6.) The noted number sequence corresponds to the value of the pulse counter, e.g. **845**.

1.3 Set volume of operating signals [13]

The volume of the operating signals can be set in five levels (**1** – **5**).

Cancel volume setting: Press the ***PROG***-button **shortly**; the previous volume level is retained. All three LEDs (= = =) light up again.

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Activate input mode:
Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

3.) Enter the **2**-digit number sequence "**14**":
Jump to chapter "**B7**" on page **7** and follow the instructions for entering the position. Then continue here with point **4.)**.

4.) Set volume level:
Press the ***sel***-button shortly until the desired volume level (**1** – **5**) is indicated by LEDs.

5.) Confirm selected volume:
Press the ***set***-key shortly to save the currently set volume. The input mode is automatically ended. All three LEDs (= = =) light up again.

1.4 Set volume of acoustic pulse counter [14]

The volume of the acoustic pulse counter can be set in five levels (**1** – **5**).

Cancel volume setting: Press the ***PROG***-button **shortly**; the previous volume level is retained. All three LEDs (= = =) light up again.

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Activate input mode:
Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

3.) Enter the **2**-digit number sequence "**14**":
Jump to chapter "**B7**" on page **7** and follow the instructions for entering the position. Then continue here with point **4.)**.

4.) Set volume level:
Press the ***sel***-button shortly until the desired volume level (**1** – **5**) is indicated by LEDs.

6.) Confirm selected volume:
Press the ***set***-key shortly to save the currently set volume. The input mode is automatically ended. All three LEDs (= = =) light up again.

1.5 Yellow LED "ON" when consuming pulses from the pulse reservoir [15]

If necessary, the **Parapulser** indicates acoustically and visually when a pulse frequency with a usage fee has been set and magnetic pulses are thus consumed from the pulse reservoir. For information on usage fee and pulse consumption, see "**6.2**" in the instructions for use on page **8**.

Detection feature for **on**-switched consumption display:

When switching to a pulse frequency with a usage fee, an additional "**beep**" sounds after the "**dulip**" signal and, in addition, the yellow LED (=) flashes shortly with each used magnetic pulse.

Switch pulse consumption display **on**/**off**:

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Activate input mode:
Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

3.) Enter the **2**-digit number sequence "**15**":
Jump to chapter "**B7**" on page **7** and follow the instructions for entering the position. Then continue here with point **4.)**.

4.) Acoustic confirmation of **on**/**off** switching:
Immediately after entering the second digit (no. "**5**"), an acoustic signal sounds:
- When consumption display is switched **ON**, a "**dulip**" signal is heard,
- When consumption display is switched **OFF**, a long "**beeeep**" sound is emitted.

Subsequently, the input mode is automatically terminated. All three LEDs (= = =) light

up again.

1.6 Read out standard frequency range [16]

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Activate input mode:

Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

3.) Enter the **2**-digit number sequence "**16**":

Jump to chapter "**B7**" on page **7** and follow the instructions for entering the position. Then continue here with point **4.)**

4.) Note the number issued:

The **Parapulser** now shows the first digit of the standard frequency range with the help of the LEDs. Note this number.

5.) Read out second digit of the standard frequency range:

Press the ***rest***-button **shortly** and write down the number displayed by the LEDs to the right of the number already written down.

Repeat this procedure until a long "**beeep**" sound indicates that all digits of the standard frequency range have been output. The input mode is automatically terminated. All three LEDs (= = =) light up again.

6.) The noted numbers (e.g. "**2**" or "**10**") correspond to the standard frequency range of the **Parapulser** in Hertz (**Hz**).

1.6a Upgrade Parapulser to higher version

The **Parapulser** is available in **3** versions:

1.) **BASIC (2 Hz)** **2**.) **SEMIPRO (10 Hz)** **3**.) **PRO (20 Hz)**

The (**Hz**) number in brackets indicates the standard frequency range (*) in which this version of the unit can be operated permanently. For the regular price difference, a **Parapulser** can be upgraded to the **PRO** (**20 Hz**) version:

1.) Request an upgrade CODE from your **Parapulser** salesman.

2.) Enter the CODE number as described under "**2.2**" on page **15**.

3.) After successful CODE input, the parapulser automatically switches to the corresponding ***intensity level*** "**8**" with **10** Hz, or "**12**" with **20** Hz.

It is recommended to read out the new standard frequency range for checking purposes. To do this, continue in chapter "**1.6**" from point **2)**.

(*) The standard frequency range always starts at **1** Hz, and extends to the value in brackets.

1.7 Read out software version [17]

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Activate input mode:

Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

3.) Enter the **2**-digit number sequence "**17**":

Jump to chapter "**B7**" on page **7** and follow the instructions for entering the position. Then continue here with point **4.)**.

4.) Note the number issued:

The **Parapulser** now shows the **first** digit of the software version with the help of the LEDs. Note this number.

5.) Read out remaining digits of the software version:

Press the ***rest***-button **shortly** and write down the number displayed by the LEDs to the right of the number(s) already written down after each press.

Repeat this process until a long "**beeep**" sound indicates that all digits have been output. The input mode is automatically terminated. All three LEDs (= = =) light up again.

If the **2**-digit software version was output, the version is obtained by inserting a dot (.) between the two numbers:

Example: Output numbers are "**5**" and "**3**" **à** Software version is "**5.3**".

1.8 Read out serial number [18]

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Activate input mode:

Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

3.) Enter **2**-digit number sequence "**18**":

Jump to chapter "**B7**" on page **7** and follow the instructions for entering the position. Then continue here with point **4.)**.

4.) Note the number issued:

The **Parapulser** now shows the **first** digit of the serial number with the help of the LEDs. Note down this number.

5.) Read out remaining digits of the serial number:

Press the ***rest***-button shortly and write down the number indicated by the LEDs to the right of the number(s) already written down after each press.

Repeat this process until a long "**beeep**" sound indicates that all digits have been output. The input mode is automatically terminated. All three LEDs (= = =) light up again.

1.9 Practise CODE input with test CODE [6]

The correct entry of a **6**-digit CODE number can be practised as often as desired with the test CODE "**627093**". This reduces the risk of a code lock, which is triggered after three incorrect entries of a real CODE number.

Cancel CODE input: Press the ***PROG***-button reapeatedly **short**, until all three LEDs (= = =) light up again.

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) **Attention**: To clearly indicate that the test CODE is being entered instead of a real CODE number, the yellow LED (=) lights up for **1** second after each digit entry completed with the ***set***-button.

If the yellow LED does not light up during point **4.)**, cancel the CODE input immediately (press the ***PROG***-button twice briefly) and start again at point **3.)**.

3.) Activate input mode:

Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

4.) Enter the **6**-digit number sequence "**627093**":

To enter the test CODE, go to chapter "**B7**" on page **7** and follow the instructions for entering numbers; during the entry of digits, observe point **5.)**:

5.) Akustisches Prüfergebnis bei der Stelleneingabe:

After confirming a selected number by means of the ***set***-button, the **Parapulser** generates a test signal and the yellow LED (=) lights up for **1** second:

- A "**dulip**" sound is heard when the correct number (**0** – **9**) was confirmed.
- If the wrong number (**0** – **9**) was confirmed, a "**beeep**" sound is heard. In this case, select and confirm the correct number (**0** – **9**) again.

6.) After all **6** digits have been entered correctly, the input mode is automatically terminated. All three LEDs (= = =) light up again.

2.0 Read out remaining pulses in the pulse reservoir

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Press the ***rest***-button **shortly** and note the number displayed by the LEDs (**0** – **9**).

3.) Read out remaining digits:

Press the ***rest***-button **shortly** and write down the number displayed by the LEDs to the right of the number(s) already written down.

Repeat this process until a long "**beeep**" sound indicates that all digits have been output. The input mode is automatically terminated. All three LEDs (= = =) light up again.

The noted series of numbers, e.g. **12**,**345**,**678**, indicates the exact remaining quantity of pulses in the pulse reservoir. If the pulse supply is empty, the number "**0**" is output.

2.1 Refill pulse reservoir with magnetic pulses

1.) Select the desired pulse quantity from the table or calculate it:

Calculation of the required pulse quantity:

Required pulse quantity = [Number of days of application] x [Number of daily applications] x [Pulse frequency in Hz] x [Number of minutes per application] x [**60**]

Example : How many magnetic pulses are required for **14** application days with **2** applications per day at **12** Hz pulse frequency and **5** min. duration each?

Calculation : **14** x **2** x **12** x **5** x **60** = **100,800**, value selected from table Æ **100,000**

Selectable pulse rates						
100,000	**300,000**	**500,000**	**1,500,000**	**3,500,000**	**6,000,000**	**10,000,000**
150,000	**350,000**	**600,000**	**2.000,000**	**4,000,000**	**7,000,000**	**12,000,000**
200,000	**400,000**	**800,000**	**2,500,000**	**4,500,000**	**8,000,000**	**14,000,000**
250.000	**450,000**	**1,000,000**	**3,000,000**	**5,000,000**	**9,000,000**	**16,000,000**

2.) Order the required CODE number from your salesman.

3.) Enter the CODE number into the **Parapulser**, see "**2.2**" on this page.

– After the pulse reservoir has been successfully filled, it can be queried immediately, see above chapter "**2.0**", subitem **2.)**.

– At next switch on, the **Parapulser** displays the filling level of the pulse reservoir with the number **4** (filling level is **100** %), see "**6.3**" in the firing instructions on page **9**.

– The pulse reservoir can be filled up to **16** million pulses. Any refills that exceed this limit will be lost.

2.2 Enter CODE number

Under the following link there is an english video tutorial for entering a CODE number.
https://www.youtube.com/watch?v=ECbbr6zCBvQ&t=13s

Below are the instructions for CODE input without video:

Attention! *If a CODE number was entered incorrectly **3** times in a row, the **Parapulser** blocks any further CODE input (CODE lock). Refilling the pulse reservoir or increasing the upgrade frequency is then no longer possible. A CODE lock can be removed again by means of an unlock CODE, see "**2.3**" on page **16.***

*To avoid a CODE lock due to incorrect input, it is recommended to practise CODE input, see "**1.9**" on page **14**.*

1.) Activate *Programming-mode*, see "**B2**" on page **3**.

2.) Activate input mode:

Press the ***CODE***-button (**2** sec.) until **3** beeps sound. The input mode is now activated: the **red** LED flashes once per second and a beep sounds.

3.) Enter **6**-digit CODE number:

Jump to chapter "**B7**" on page **7** and follow the instructions for entering the digits. Then continue here with point **4.)**.

4.) Acoustic test result **after entering the last** CODE digit:

- If all **6** digits have been entered correctly, another "**dulip**" signal sounds.
- If an incorrect CODE number was entered, a "**beeep**" signal sounds and the **red** LED (=) lights up for **1** sec. In this case, enter the CODE number correctly again.

  The "**beeep**" signal sounds with a red LED (=) as often as the CODE number has already been entered incorrectly (maximum **3**x).

5.) After the **Parapulser** has given the acoustic test result, the input mode is automatically terminated. If you did not see the red LED going on for **1** second with a "**beeep**", then the CODE-input was correct. All three LEDs (= = =) light up again.

2.3 Enter Unlock CODE

- A CODE lock can only be removed by entering an unlock CODE. This must be requested from your **Parapulser** salesman. The unlock CODE is entered like a CODE number, see "**2.2**" on page **15**.
- After correct entry of an unlock CODE, a CODE number may again be entered incorrectly **3** times in succession until a CODE lock occurs again.
- If an unlock CODE is entered incorrectly **3** times in a row, the **Parapulser** blocks the entry of a second unlock CODE. To remove this block, the **Parapulser** must be reprogrammed by the manufacturer. In this case, please contact your salesman.

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